

FORGE WORLD IMPERIAL ARMOUR SIXTH EDITION VEHICLE UPDATES

Presented here is a brief set of conversion guidelines intended to allow you to quickly put your Forge World models to use in games of sixth edition Warhammer 40,000.

For Apocalypse-type units (ie, those with Structure Points, etc), please refer to our separate Imperial Armour Apocalypse update also available via the Forge World website.

Forge World is currently preparing FAQs intended to provide completely updated rules for all of the Imperial Armour and Imperial Armour Apocalypse books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call **0115 900 4995** within the UK, **011 44 115 900 4995** from the US and Canada or **00 44 115 900 4995** from much of Europe.

Thanks

The Forge World Team

VEHICLE UPDATE TABLE

The table below covers all of the vehicles available from Forge World for use in Warhammer 40,000, divided into sections for each of the major factions of the Warhammer 40,000 universe. Simply check the list in the appropriate section to find the number of Hull Points for a given vehicle. In many cases these vehicles will have additional unique special rules and wargear, and these will be noted in their individual entries and should be used as written except where noted.

Artillery

Some units which were previously classified as Vehicles have changed unit types and are now Artillery units in Warhammer 40,000 sixth edition. Forge World units affected by these changes are listed below, along with any changes to the basic Artillery rules:

Unit	Crew	Special Rules
Heavy Artillery Battery	4	Immobile ² , Gun Carriage ³ (a Heavy Artillery piece has 4 Wounds)
Tarantula	0	Automated Artillery ¹
Sabre Gun Platform	1	Immobile ² , Scout
Hyperios Platform	0	Automated Artillery ¹ (the Hyperios Platform gains the Skyfire and Interceptor special rules)
Tau Drone Sentry Turrets	0	Automated Artillery ¹

¹Automated Artillery
Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each gun must be destroyed normally before it is removed from play. Automated Artillery cannot move and cannot charge. If assaulted they do not pile-in and cannot be locked in combat, their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault due to exceptional circumstances, the enemy must take a Morale test as normal, although the Artillery cannot

Consolidate or make a Sweeping Advance.

²Immobile
An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to fall back the crew must leave their guns behind and Fall Back, the platforms are then removed as casualties.

³Gun Carriage
This unit may be moved if attached to a vehicle capable of towing it. This is possible even if this unit has the Immobile or Automated Artillery rules.

Profiles

Vehicle Types: Fast=F, Flyer=Fl, Heavy=Hv, Hover=H, Open-topped=O, Skimmer=S, Tank=Tk, Transport=T, Walker=W, Immobile=I.

New Vehicle Type: Immobile Vehicle. An Immobile Vehicle cannot move under any circumstances after deployment. Any special rules which force it to move will instead cause the vehicle to take a single Glancing hit. If an Immobile Vehicle sustains a Vehicle Immobilised damage result then it loses an additional Hull Point instead.

Vehicle	Hull Points	Type	Universal Special Rules
Imperial Guard			
Cyclops Demolition Vehicle	1	-	-
Sentinel Powerlifter	2	O, W	-
Support Sentinel	2	O, W	-
Drop Sentinel	2	O, W	Move Through Cover, Deep Strike
Tauros Assault Vehicle	2	F, O	Scout
Tauros Venator	2	F, O	Scout
Centaur Artillery Tractor	2	F, O, T	-
Centaur Light Assault Carrier	2	F, O, T	-
Hydra Support Platform	2	I	Skyfire, Interceptor, Immobile Vehicle
Manticore Support Platform	2	I	Immobile Vehicle
Earthshaker Support Platform	2	I	Immobile Vehicle
Hades Breaching Drill	2	Hv, Tk	- (Ignore Lumbering rule)
Trojan Support Vehicle	3	Tk	-
Salamander Command Vehicle	3	Tk, F, O	(Ignore Overcharged Engine rule)
Salamander Scout Vehicle	3	Tk, F, O	Scout,(Ignore Overcharged Engine rule)
Atlas Recovery Vehicle	3	Tk	-
Leman Russ Conqueror	3	Tk	-
Leman Russ Annihilator	3	Tk	-
Thunderer	3	Tk	-
Imperial Bombard	3	Tk, Hv	-
Destroyer Tank Hunter	3	Tk	-
Turret Emplacements	2	-	Immobile Vehicle
Imperial Navy			
Lightning	2	Fl	Supersonic, Deep Strike
Thunderbolt Fighter	3	Fl	Supersonic, Deep Strike
Aquila Lander	3	Fl, H, T	Supersonic, Deep Strike (The Aquila may only use the Supersonic rule on turns in which it has chosen to Zoom instead of Hovering)
Vulture Gunship	3	Fl, H	Strafing Run, Vector Dancer
Valkyrie Sky Talon	3	Fl, H	Vector Dancer
Arvus Lighter	3	Fl, H, T	Deep Strike
Sisters of Battle			
Repressor	3	Tk, T	-
Orks			
Grot Bomm Launcha	2	F, O	-
Attak Fighta	2	Fl	Supersonic, Deep Strike
Grot Tank	2	Tk	-
Warkopta	2	F, S, O	-
Grot Mega-tank	3	Tk	-
Ork Half-trakk	3	Tk, O	-
Ork Big Trakk	3	Tk, O	-
Ork Mega Dread	3	W	-
Ork Meka-dread	3	W	-
Fighta-bommer	3	Fl	Supersonic, Deep Strike
Mekboy Junka	3	O, Tk, T	-
Lifta Wagon	4	O, Tk, T	-
Gun Wagon	3	O, Tk, T	-
Gun Trukk	3	F, O	-
Dark Eldar			
Raven Strike Fighter	2	Fl	Deep Strike, Night Vision, Vector Dancer, Supersonic, Strafing Run
Dark Eldar Reaper	3	S, F, O	Night Vision
Dark Eldar Tantalus	4	S, F, O, Tk	Night Vision, Deep Strike

Vehicle	Hull Points	Type	Universal Special Rules
Eldar			
Eldar Hornet	2	F, S	Scout
Wasp Assault Walker	2	W	Deep Strike
Nightwing Interceptor ⁵	2	FI	Deep Strike, Supersonic, Vector Dancer, Shrouded
Eldar Warp Hunter	3	Tk, S, F	-
Eldar Firestorm	3	Tk, S, F	Skyfire, Interceptor
Eldar Nightspinner	3	Tk, S, F	-
Phoenix Bomber ⁵	3	FI	Deep Strike, Supersonic, Shrouded, Vector Dancer, Strafing Run
Tau			
Piranha TX-42	2	S, F, O	-
Tetra	2	S, F, O	Scout
Barracuda Air Superiority Fighter	2	FI	Supersonic, Deep Strike
DX-6 'Remora' Drone Fighter	2	FI, H	Shrouded, Deep Strike
Space Marines			
Land Speeder Tempest	2	F, S	Deep Strike
Contemptor Dreadnought	3	W	Fleet
Blood Angels Contemptor	3	W	Fleet
Space Wolf Contemptor	3	W	Fleet
Contemptor Mortis			
Pattern Dreadnought	3	W	Fleet (When stationary gains the Skyfire and Interceptor special rule)
Predator Executioner	3	Tk	-
Whirlwind Hyperios	3	Tk	Skyfire, Interceptor (Hyperios Launcher)
Damocles Rhino	3	Tk	-
Caestus Assault Ram	3	FI, H, Tk, T	Assault Vehicle, Deep Strike, Supersonic (May conduct ram attacks, this is an exception to the usual rules for Flyers. The Caestus may only use the Supersonic rule on turns in which it has chosen to Zoom instead of Hovering)
Land Raider Proteus	4	Tk, T	Power of the Machine Spirit (The Chaos Space Marine version does not have the Power of the Machine Spirit special rule)
Armoured Land Raider Proteus	4	Tk, T	Power of the Machine Spirit (The Chaos Space Marine version does not have the Power of the Machine Spirit special rule)
Land Raider Achilles	4	Tk, T	Power of the Machine Spirit
Land Raider Helios	4	Tk, T	Assault Vehicle, Power of the Machine Spirit
Land Raider Prometheus	4	Tk, T	Assault Vehicle, Power of the Machine Spirit
Storm Eagle Assault Gunship	4	FI, H, T	Assault Vehicle, Power of the Machine Spirit (The Chaos Space Marine version does not have the Power of the Machine Spirit special rule), Deep Strike
Lucius Drop Pod	3	T, O	Immobile Vehicle (Both Immobile Vehicle and Open-topped only apply once the Drop Pod has landed)
Siege Dreadnought	3	W	
Chaplain Dreadnought	3	W	
Mortis Dreadnought	3	W	(When stationary gains the Skyfire and Interceptor special rule)
Chaplain Dreadnought Titus	3	W	
Bray'arth Ashmantle	4	W	
Chaos			
Hell Blade ⁶	2	FI	Supersonic, Deep Strike
Blood Slaughterer ⁶	3	W	Daemon
Blood Slaughterer Impaler ⁶	3	W	Daemon (The Impaler weapon may never Snap Fire. In situations where only Snap Fire may be used, the Impaler weapon cannot be used.)
Decimator Daemon Engine ⁶	3	W	Daemon
Dreadclaw	3	FI, H, T	Assault Vehicle
Blight Drone ⁶	3	FI, H	Daemon
Plague Hulk ⁶	4	W	Daemon
Hell Talon ⁶	4	FI	Supersonic, Strafing Run, Deep Strike
Chaos Contemptor	4	W	Fleet

⁵ The Shrouded special rule included on the profile of these vehicles replaces the Eldar Titan Holo Fields rule included in their original profiles.